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METHOD AND SYSTEM FOR TEXTURE
GENERATION

Abstract:

PROBLEM TO BE SOLVED: To generate a
texture of high quality by correctly positioning
and composting plural two-dimensional images.

SOLUTION: In the texture generation for three-
dimensional computer graphics which combines
a texture and a three-dimensional shape model
together and displays a body on a screen in three
dimensions, a 1st image G1 showing a body
viewed from a 1st viewpoint and the three-
dimensional shape model are positioned to show
the body viewed from a 2nd viewpoint, and a
2nd image G3 including visual information on
an overlap part in the body that part of the 1st
image corresponds to and the three-dimensional
shape model are positioned; and partial images
G10 and G20 corresponding to a polygon Q4
corresponding to the overlap part are extracted
from the 1st and 2nd images according to the
positioning result of the overlap part of the
three-dimensional model about the polygon Q4,
and the 1st partial image G10 and 2nd partial
image G20 are positioned so that corresponding
pixels overlap each other by performing pattern
matching in pixel unit.